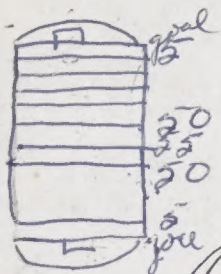


Now you can know all about it.

THE WINNIPEG TRIBUNE FOOTBALL GUIDE



The booklet is issued with the compliments of the Winnipeg Tribune to help new football fans follow the progress of games played by the Winnipeg Blue Bombers.

Football is essentially a simple game. In Canada there are 12 men, and in the U.S. 11. Here is a line-up of a Canadian team in position:



The linesmen do all the heavy work and the halfbacks get all the applause and generally score most of the points.

Starting in the centre of the line is the Snapback or Centre. On his immediate left and right are the Guards. Next to the Guards are the Tackles and on the extreme outside, at each end of the line, are the Ends.

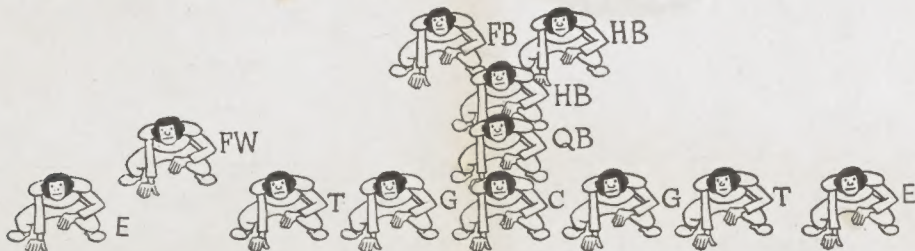
Immediately behind the centre is the Quarterback, the man who calls the signals—the nerve centre of a football team. Flanking him are the Halfbacks, and behind them is the Fullback. Over at the side—although he doesn't necessarily have to play in the position shown here—is the Flying Wing.

American coaches coming up here have been frantic in their use of this man. They refer to him as a Flanker. He is the 12th man on the Canadian football team. Here is the Single Wing Formation. To illustrate:



The quarter handles the ball, with the halfbacks in position to go through, around or over the line of scrimmage. The unbalanced line with an extra lineman on the side of centre (he makes it unbalanced by being placed either right or left) provides power, while the extra back, in the Canadian game, adds to the passing potential.

You might want to know about the popular T-Formation. Here it is:



If you draw a line downwards from the centre to the halfback and the fullback, that's a perfect T. Another variation is to have the Fullback and Halfbacks in a single line.

SCORING IN CANADIAN FOOTBALL.

A Touchdown counts five points; this is the major score when the ball is carried over the goal-line.

A Convert counts one point; this is a placement kick passing through and over the goal posts or a forward pass attempted after a touchdown, from the five-yard line.

A Field Goal counts three points. This is a drop kick or a placement taken from scrimmage and kicked over and between the goal posts.

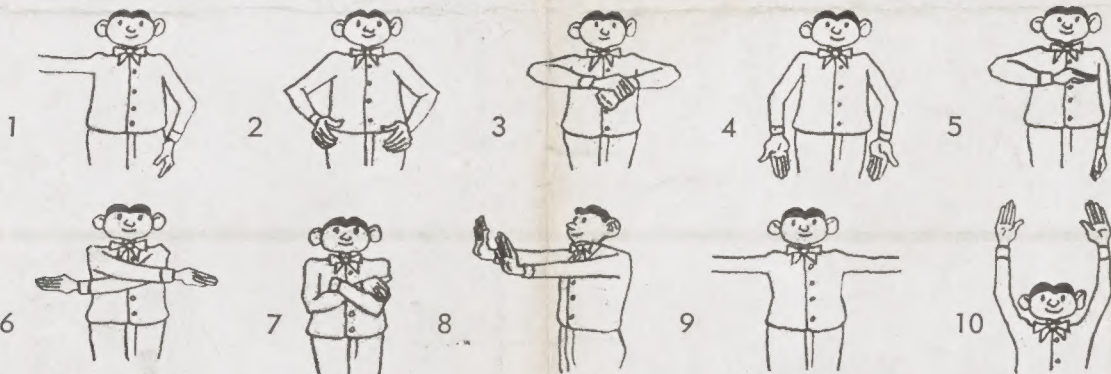
A Safety Touch counts two points. This comes when the offensive team through their own movements carry the ball behind their OWN goal line and are tackled. For instance when a halfback catches the ball on his own two-yard line and in attempting to evade tacklers runs behind his goal line and is pulled down. Or on a play from scrimmage from their own one-yard line, when the ball is snapped to a halfback behind the goal line and he is caught and tackled there.

A Kick to Deadline counts one point. This is unknown in the United States. A kicked ball that clears the end zone counts one point, and the team scored upon scrimmages from their 40-yard line. If the kicked ball bounces through the end zone the one point counts, BUT the defending team scrimmages on its 25-yard line.

A Rouge counts one point. It comes when the ball is kicked over the goal line and the defender is unable to run it out.

REFEREE SIGNALS PENALTIES AND SCORES

Rouge, 1 Point; Safety, 2 Points; Placement, 3 Points; Touchdown, 5 Points; Convert, 1 Point.



1. Either Arm Straight Out From Body—Rough Play. Arm Rotated in Circular Motion—Too long putting ball into play.
2. Hands on Hips—Offside Ball, kicked from scrimmage and before crossing line of scrimmage, strikes player or kicker's side who is "offside."
3. Grasping of One Wrist—Illegal use of Hands and Arms. Holding, etc.
4. Pushing Movement of Hands to Front with Arms Hanging Vertical—Ball illegally put in play. Player or Wingline illegally in motion when ball put in play. Insufficient number of attacking players within one yard of the line of scrimmage when ball put in play.
5. Horizontal Arc of Either Hand—Offside pass.
6. Shifting of Hands in Horizontal Plane—An illegally thrown Forward Pass and/or one thrown with apparent intent to save loss-of-yardage.
7. Folded Arms—"No Yards" on kicked ball. Kicked ball touched by "offside" player.
8. Pushing Hands Forward from Shoulders with Hands Vertical—Illegal Interference.
9. Both Arms Straight Out from Body—Forward Pass touched or caught by Ineligible Receiver.
10. Both Arms Extended Above Head—A score. (Bringing hands together indicates a "safety-touch" score).

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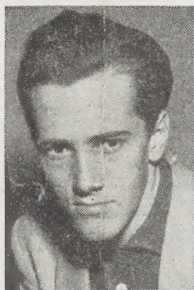
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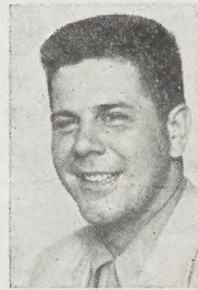
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